

## General Obi-Wan Kenobi



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## General Obi-Wan Kenobi

55

Hit Points

120

Defense

22

Attack

14

Damage

20

### Special Abilities

Unique

**Melee Attack; Double Attack**

**Mettle** (If this character spends 1 Force point to reroll, add +4 to the result)

**Soresu Style Mastery** (When hit by an attack, this character takes no damage with a save of 11)

### Force Powers

**Force 2. Force Renewal 1**

**Force Push 3** (Force 3, replaces turn: range 6; 30 damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 3 squares if Huge or smaller)

**Knight Speed** (Force 1: This character can move 4 extra squares on his turn as part of his move)

**Master of the Force 2** (May spend Force points up to 2 times in a single turn)

### Commander Effect

Each follower gets +4 Attack and +4 Defense as long as it has an ally within 6 squares.



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## Clone Trooper



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## Clone Trooper

9

Hit Points

10

Defense

13

Attack

6

Damage

20

Special Abilities  
Order 66



*Superbly trained and conditioned, and literally built for war, a clone trooper fears no enemy.*

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## Clone Trooper Commander



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## Clone Trooper Commander

13

Hit Points

30

Defense

14

Attack

10

Damage

10

**Special Abilities**  
Order 66

**Commander Effect**

Trooper followers within 6 squares get +3 Attack if they do not move this turn.



*Bred to lead troops into battle, the commander is a fearless tactician.*

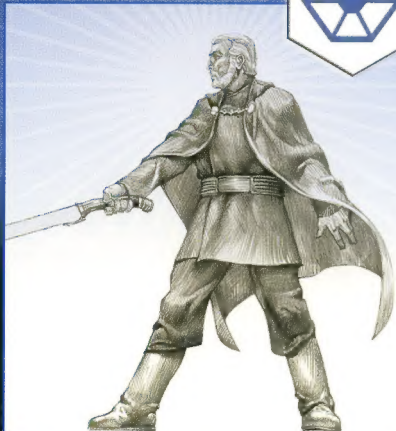
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## Count Dooku of Serenno



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## Count Dooku of Serenno

51

Hit Points

130

Defense

21

Attack

16

Damage

20

### Special Abilities

#### Unique

#### Melee Attack; Double Attack

**Lightsaber Duelist** (+4 Defense when attacked by an adjacent enemy with a Force rating)

**Makashi Style Mastery** (When hit by a melee attack, this character takes no damage with a save of 11. Shii-Cho, Soresu, Ataru, and Niman styles cannot be used against this character.)

### Force Powers

#### Force 5

**Force Lightning 2** (Force 2, replaces attacks: range 6; 30 damage to target and 2 characters adjacent to that target)

**Lightsaber Riposte** (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)



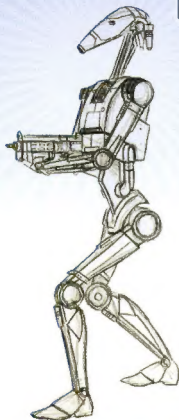
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## Security Battle Droid



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## Security Battle Droid

8

Hit Points

20

Defense

13

Attack

3

Damage

10

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)



*The SSA-series security battle droid can be recognized by red patches on the shoulders—and scorch marks on nearby surfaces.*

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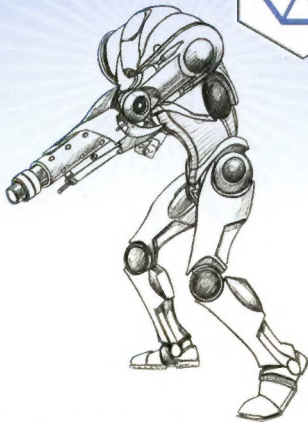
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## Super Battle Droid Commander



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## Super Battle Droid Commander

19

Hit Points

40

Defense

14

Attack

4

Damage

30

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Synchronized Fire** (Droid characters who combine fire with this character grant +6 Attack instead of +4)

### Commander Effect

Droids are subject to this effect: Non-Unique Droid followers within 6 squares gain **Careful Shot +4** (On this character's turn, if it doesn't move, it gets +4 Attack).



*Command droids lead other super and standard battle droids into combat.*

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